

Amendments to the Claims

1. (Currently Amended) A computer-executable method, comprising:

arranging a parent window to contain a plurality of child windows;

providing via the arranging enhanced functionality available to the parent window

through a media integration layer (MIL) component to one or more legacy windows of
the contained plurality of child windows that do not natively support the enhanced
functionality by, for each of the plurality of child windows:

determining whether the child window of the parent window is a legacy
window that does not natively support the enhanced functionality, or is an MIL-
aware window that natively supports the enhanced functionality;

when the child window is a legacy window:

calling a legacy display component to perform rendering to output
the child window;

causing the child window output from the legacy display component
to be redirected to an off-screen buffer;

retrieving the child window output from the off-screen buffer; and

applying a visual enhancement to the child window output through
the enhanced functionality available to the parent window through the MIL
component; and

when the child window is an MIL-aware window, rendering the child
window directly through the MIL component; and

composing a visual representation of the parent window having the visually enhanced child window output corresponding to each child window determined to be a legacy window.

2. (currently amended) The method recited in claim 1, wherein the legacy window is configured to be administered by the a legacy display component, the legacy display component having fewer visual enhancements than the Media Integration Layer (MIL) component.

3. (currently amended) The method recited in claim 1 2, wherein causing the child window output to be redirected comprises instructing the legacy display component to redirect the child window output to the off-screen buffer.

4. (currently amended) The method recited in claim 1 3, wherein the legacy display component comprises a user subcomponent and a Graphics Device Interface subcomponent.

5. (original) The method recited in claim 1, wherein the visual enhancement comprises a selected one or more from a group comprising re-sizing, re-shaping, relocating window component output, applying transparency, rotating and translating window component output, and applying a texture or visual effect to the window component output.

6. (original) The method recited in claim 1, wherein the visual enhancement comprises scaling the child window output to reflect a different screen resolution than originally applicable.

7. (currently amended) The method recited in claim 1 2, wherein composing the visual representation of the parent window is performed by the MIL component.

8. (currently amended) A computer-readable medium having, stored thereon, computer-executable instructions which, when executed, direct a computer to perform acts comprising:

arrange ~~arranging~~ a parent window to contain a plurality of child windows;

provide ~~providing~~ via the arranging enhanced functionality available to the parent window through a media integration layer (MIL) component to one or more legacy windows of the contained plurality of child windows that do not natively support the enhanced functionality by, for each of the plurality of child windows:

determine ~~determining~~ if the child window of the parent window is a legacy window that does not natively support the enhanced functionality, or is an MIL-aware window that natively supports the enhanced functionality;

when the child window is a legacy window:

call a legacy display component including a user component and a Graphics Display Interface (GDI) component to perform rendering to output the child window;

~~cause~~ ~~causing~~ the child window output from the legacy display component to be redirected to an off-screen buffer;

retrieve ~~retrieving~~ the child window output from the off-screen buffer; and

5 apply ~~applying~~ a visual enhancement to the child window output through the enhanced functionality available to the parent window through the MIL component; and

when the child window is an MIL-aware window, rendering the child window directly through the MIL component; and

10 composing a visual representation of the parent window having the visually enhanced child window output corresponding to each child window determined to be a legacy window.

9. -16. (canceled)

17. (previously presented) An apparatus comprising:

15 a processor; and

memory storing components executable via the processor, the components including:

20 a user component configured to invoke a media integration layer (MIL) component to directly render a parent window and one or more child windows of the parent window that are MIL-aware and create an off-screen buffer upon

detecting the presence of a legacy child window of the parent window;

a GDI component configured to redirect window output from the legacy child window to the off-screen buffer upon being notified by the user component of the existence of the legacy child window; and

the MIL component configured to retrieve the redirected window output from the off-screen buffer and apply a visual enhancement to the redirected window output in connection with composing the parent window for display on a display device and to directly render the one or more child windows of the parent window that are MIL-aware,

wherein the parent window is configured to:

contain a plurality of child windows;

support enhanced functionality available through the MIL component; and

enable the enhanced functionality available through the MIL component to visually enhance one or more legacy child windows of the contained plurality of child windows that do not natively support the enhanced functionality of the MIL component.

18. (previously presented) The apparatus recited in claim 17, wherein the user component maintains data structures that describe a layout and position of the legacy child window and its legacy children.

19. (previously presented) The apparatus recited in claim 17, wherein the MIL

component maintains data structures that describe a layout and position of the parent window and its children.

20. (previously presented) The apparatus recited in claim 19, wherein the visual enhancement is at least one of a plurality of visual enhancements comprising re-sizing, re-shaping, relocating window component output, applying transparency, rotating and translating window component output, applying a texture or visual effect to the window component output, and scaling the legacy child window output to reflect a different screen resolution than originally applicable.

21. (previously presented) The apparatus recited in claim 17, wherein the MIL component is further configured to interact with the user component and the GDI component to identify a location on a child window of the parent window corresponding to a location of an input event.

22. (currently amended) A computer-readable medium having computer executable instructions stored thereon, that when executed direct a computer to perform acts comprising:

determining whether a child window of a parent window is a legacy window that does not natively support enhanced functionality available to the parent window through a media integration layer (MIL) component, or is an MIL-aware window that natively supports the enhanced functionality;

responsive to determining that the child window is an MIL-aware window, rendering the child window directly via the MIL component;

responsive to determining that the child window is a legacy window that does not natively support enhanced functionality:

calling a legacy display component to perform rendering of the child window;

redirecting the rendering of the child window of the parent window to an off-screen buffer;

issuing instructions to notify the parent window that the redirected child window is being or has been set up;

retrieving the redirected child window from the off-screen buffer; and

applying a visual enhancement to the redirected child window through the enhanced functionality available ~~from~~ to the parent window ~~from the MIL component~~.

23. (previously presented) The computer-readable medium recited in claim 22, wherein the instructions to notify the parent comprises a window message indicating that the redirected child window is being created.

24. (original) The computer-readable medium recited in claim 23, wherein the window message includes a window handle to the redirected child window.

25. (previously presented) The computer-readable medium recited in claim 22, wherein the instructions to notify the parent comprises a window message indicating that the redirected child window is about to be shown.

26. (original) The computer-readable medium recited in claim 25, wherein the window message includes a window handle to the redirected child window.

27.-32. (canceled)